HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Experience | Next Level | Armor Class | Hit Points | # of Attacks | Hit Die | Level

Character's Name

Race | Ability

Class | Ability

Weapon | Damage

Weapon | Damage

Armor | Armor Class | Movement

Initiative		Movement	+ Bonus	= Total		
Attack	Level		+ Bonus	= Total		
Save	Level		+ Bonus	= Total		
Athletics	½ Level	+ Movement	+ Bonus	= Total		
Sub.	½ Level	+ Movement	+ Bonus	= Total		
Lore	½ Level	+ Movement	+ Bonus	= Total		

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Weapon | Damage

Weapon | Damage

Armor | Armor Class | Movement

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Attack	Level		+ Bonus	= Total		
Save	Level		+ Bonus	= Total		
Athletics	½ Level	+ Movement	+ Bonus	= Total		
Sub.	½ Level	+ Movement	+ Bonus	= Total		
Lore	½ Level	+ Movement	+ Bonus	= Total		

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Experience | Next Level | Armor Class | Hit Points | # of Attacks | Hit Die | Level

Character's Name

Race | Ability

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Weapon | Damage

Weapon | Damage

Armor | Armor Class | Movement

Initiative		Movement	+ Bonus	= Total		
Attack	Level		+ Bonus	= Total		
Save	Level		+ Bonus	= Total		
Athletics	½ Level	+ Movement	+ Bonus	= Total		
Sub.	½ Level	+ Movement	+ Bonus	= Total		
Lore	½ Level	+ Movement	+ Bonus	= Total		

HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Treasure

HERE IS SOME FUCKING D&D

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Treasure

HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Treasure

HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Treasure

HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Experience | Next Level | Armor Class | Hit Points | # of Attacks | Hit Die | Level

Character's Name

Race | Ability

Class | Ability

Weapon | Damage

Weapon | Damage

Armor | Armor Class | Movement

Initiative		Movement	+	Bonus	=	Total
Attack	Level		+	Bonus	=	Total
Save	Level		+	Bonus	=	Total
Athletics	½ Level	+ Movement	+	Bonus	=	Total
Sub.	½ Level	+ Movement	+	Bonus	=	Total
Lore	½ Level	+ Movement	+	Bonus	=	Total

HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Experience | Next Level | Armor Class | Hit Points | # of Attacks | Hit Die | Level

Character's Name

Race | Ability

Class | Ability

Weapon | Damage

Weapon | Damage

Armor | Armor Class | Movement

Initiative		Movement	+	Bonus	=	Total
Attack	Level		+	Bonus	=	Total
Save	Level		+	Bonus	=	Total
Athletics	½ Level	+ Movement	+	Bonus	=	Total
Sub.	½ Level	+ Movement	+	Bonus	=	Total
Lore	½ Level	+ Movement	+	Bonus	=	Total

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CHARACTER RECORD CARD

Experience | Next Level | Armor Class | Hit Points | # of Attacks | Hit Die | Level

Character's Name

Race | Ability

Class | Ability

Weapon | Damage

Weapon | Damage

Armor | Armor Class | Movement

Initiative		Movement	+	Bonus	=	Total
Attack	Level		+	Bonus	=	Total
Save	Level		+	Bonus	=	Total
Athletics	½ Level	+ Movement	+	Bonus	=	Total
Sub.	½ Level	+ Movement	+	Bonus	=	Total
Lore	½ Level	+ Movement	+	Bonus	=	Total

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CHARACTER RECORD CARD

Experience | Next Level | Armor Class | Hit Points | # of Attacks | Hit Die | Level

Character's Name

Race | Ability

Class | Ability

Weapon | Damage

Weapon | Damage

Armor | Armor Class | Movement

Initiative		Movement	+	Bonus	=	Total
Attack	Level		+	Bonus	=	Total
Save	Level		+	Bonus	=	Total
Athletics	½ Level	+ Movement	+	Bonus	=	Total
Sub.	½ Level	+ Movement	+	Bonus	=	Total
Lore	½ Level	+ Movement	+	Bonus	=	Total

HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Treasure

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HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		16	10	1	d10	1

Character's Name

Race	Human	Ability	+10% experience gained
Class	Fighter	Ability	+2 armor class
Weapon	Greatsword (Huge)	Damage	d10+3
Weapon	Longbow (Ranged)	Damage	d8+2
Armor	Full Plate (Heavy)	Armor Class: 16	Movement: 3

	Level		Movement		Bonus		Total	
Initiative			3	+	0	=	3	
Attack	1			+	0	=	1	
Save	1			+	2/0	=	3/1	Physical / All else
Athletics	1	+	3	+	1	=	5	
Sub.	0	+	3	+	1	=	4	
Lore	0	+	3	+	1	=	4	

Level: Attack, Save, Athletics; ½ Level: Sub., Lore

HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		12	8	2	d8	1

Character's Name

Race	Halfling	Ability	Reroll results of 1 on any die roll
Class	Rogue	Ability	x3 damage if your target can't see you
Weapon	Shortsword (Medium)	Damage	d6
Weapon	Dagger (Small)	Damage	d4
Armor	Studded Leather (Light)	Armor Class: 12	Movement: 7

	Level		Movement		Bonus		Total	
Initiative			7	+	2	=	9	
Attack	1			+	0	=	1	
Save	1			+	2	=	3	
Athletics	0	+	7	+	0	=	7	
Sub.	1	+	7	+	2	=	9	
Lore	0	+	7	+	0	=	7	

½ Level: Athletics, Lore; Level: Attack, Save, Sub.

HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		15	6	1	d6	1

Character's Name

Race	Dwarf	Ability	See in darkness; +1 atk axes/hammers
Class	Cleric	Ability	Turn or command undead
Weapon	Warhammer	Damage	d8
Armor	Breastplate (Medium)	Armor Class: 14	Movement: 5
Armor	Heater (Shield)	Armor Class: +1	Movement: -1

	Level		Movement		Bonus		Total	
Initiative			4	+	0	=	4	
Attack	1			+	1	=	2	
Save	1			+	2/0	=	3/1	Magical / All else
Athletics	0	+	4	+	2	=	6	
Sub.	0	+	4	+	0	=	4	
Lore	1	+	4	+	0	=	5	

½ Level: Athletics, Sub.; Level: Attack, Save, Lore

HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		10	6	1	d6	1

Character's Name

Race	Elf	Ability	Doesn't need to sleep; +1 to attack with spells
Class	Wizard	Ability	Prepare 1 more spell per day
Weapon	Staff (Large)	Damage	d8+1
Weapon	Sling (Ranged)	Damage	d8
Armor	Robe (None)	Armor Class: 10	Movement: 9

	Level		Movement		Bonus		Total	
Initiative			9	+	0	=	9	
Attack	1			+	1/0	=	2/1	Spells / All else
Save	1			+	2/0	=	3/1	Magical / All else
Athletics	0	+	9	+	0	=	9	
Sub.	0	+	9	+	0	=	9	
Lore	1	+	9	+	2	=	12	

½ Level: Athletics, Sub.; Level: Attack, Save, Lore

HERE IS SOME FUCKING D&D CHARACTER RECORD CARD

Treasure

Outgoing, from a string of terrible places, already made and lost a fortune

HERE IS SOME FUCKING D&D CHARACTER RECORD CARD

Treasure

Reliable, from a dispirited orphanage workhouse, believes they have a claim to the throne

HERE IS SOME FUCKING D&D CHARACTER RECORD CARD

Treasure

Melodramatic, from an illusory forest hiding a terrible secret, never got the proper training

Spells Prepared:

Castings Per Day: ☐ ☐

HERE IS SOME FUCKING D&D CHARACTER RECORD CARD

Treasure

Boisterous, from a citadel in the Iron Mountains, trying to avoid a prophecy

Spells Prepared:

Castings Per Day: ☐ ☐

Turn or Command Undead: If you worship a good deity, turn an amount of minor undead equal to twice your level every day; if you worship an evil deity, instead command undead

HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		12	8	1	d8	1

Character's Name

Half-Orc — +1 to attack with any weapon
Race — Ability

Bard — Prepare spells from any spell list
Class — Ability

Whip (Medium) — d6
Weapon — Damage

Crossbow (Ranged) — d8
Weapon — Damage

Padded Leather (Light) — 12 — 7
Armor — Armor Class — Movement

Initiative			7	+	2	=	9	
			Movement		Bonus		Total	
Attack	1			+	1	=	2	
	Level				Bonus		Total	
Save	1			+	2	=	3	
	Level				Bonus		Total	
Athletics	0	+	7	+	2	=	9	
	½ Level		Movement		Bonus		Total	
Sub.	1	+	7	+	0	=	8	
	Level		Movement		Bonus		Total	
Lore	0	+	7	+	0	=	7	
	½ Level		Movement		Bonus		Total	

HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		14	6	1	d6	1

Character's Name

Tiefling — See in darkness; *burning hands* 1/day
Race — Ability

Druid — Wild shape into an animal
Class — Ability

Trident (Huge) — d10+1
Weapon — Damage

Blowgun (Ranged) — d8
Weapon — Damage

Scale mail (Medium) — 14 — 5
Armor — Armor Class — Movement

Initiative			5	+	0	=	5	
			Movement		Bonus		Total	
Attack	1			+	0	=	1	
	Level				Bonus		Total	
Save	1			+	2/0	=	3/1	Magical / All else
	Level				Bonus		Total	
Athletics	0	+	5	+	0	=	5	
	½ Level		Movement		Bonus		Total	
Sub.	0	+	5	+	2	=	7	
	½ Level		Movement		Bonus		Total	
Lore	1	+	5	+	0	=	6	
	Level		Movement		Bonus		Total	

HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		10	10	1	d10	1

Character's Name

Gnome — *Animal friendship/speak with animals* at will
Race — Ability

Monk — +2 damage with monk weapons
Class — Ability

Bō (Large) — d8+3
Weapon — Damage

Shuriken (Ranged) — d6+2
Weapon — Damage

Keikogi (None) — 10 — 9
Armor — Armor Class — Movement

Initiative			9	+	0	=	9	
			Movement		Bonus		Total	
Attack	1			+	0	=	1	
	Level				Bonus		Total	
Save	1			+	2/0	=	3/1	Physical / All else
	Level				Bonus		Total	
Athletics	1	+	9	+	0	=	10	
	Level		Movement		Bonus		Total	
Sub.	0	+	9	+	0	=	9	
	½ Level		Movement		Bonus		Total	
Lore	0	+	9	+	2	=	11	
	½ Level		Movement		Bonus		Total	

HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		14	6	1*	d6	1

Character's Name

Dragonborn — Breathe lightning for 1d6 damage
Race — Ability

Warlock — Eldritch blast for 1d6 damage
Class — Ability

Flail (Large) — d8+1
Weapon — Damage

Sap (Small) — d4
Weapon — Damage

Breastplate (Medium) — 14 — 5
Armor — Armor Class — Movement

Initiative			5	+	0	=	5	
			Movement		Bonus		Total	
Attack	1			+	0	=	1	
	Level				Bonus		Total	
Save	1			+	2/0	=	3/1	Magical / All else
	Level				Bonus		Total	
Athletics	0	+	5	+	2	=	7	
	½ Level		Movement		Bonus		Total	
Sub.	0	+	5	+	0	=	5	
	½ Level		Movement		Bonus		Total	
Lore	1	+	5	+	0	=	6	
	Level		Movement		Bonus		Total	

HERE IS SOME FUCKING D&D CHARACTER RECORD CARD

Treasure

Warm-hearted, from a fallen kingdom near the Bleak, carries the skull of their best friend

Spells Prepared:

Castings Per Day: ☐ ☐

Wild Shape: You can turn into a small land animal for 30 minutes per level per day and break that time up into 2 smaller chunks; while wild shaped, you can't cast spells, and your actions are limited to the capabilities of your animal form

HERE IS SOME FUCKING D&D CHARACTER RECORD CARD

Treasure

Outgoing, from a traveling circus hiding devil worshipers, names every piece of their gear

Spells Prepared:

Castings Per Day: ☐

HERE IS SOME FUCKING D&D CHARACTER RECORD CARD

Treasure

Moody, from a dangerous city, always wanted to be a wizard but struggled with it

Spells Prepared:

Castings Per Day: ☐

HERE IS SOME FUCKING D&D CHARACTER RECORD CARD

Treasure

Assertive, from an isolated monastery under the Maelstrom, got away with murder

HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		16	10	1	d10	1

Character's Name

Human	+10% experience gained		
Race	Ability		
Fighter	+2 armor class		
Class	Ability		
Greatsword (Huge)	d10+3		
Weapon	Damage		
Longbow (Ranged)	d8+2		
Weapon	Damage		
Full Plate (Heavy)	16	3	
Armor	Armor Class	Movement	

	½ Level / Level	Movement	Bonus	Total
Initiative		3	0	3
Attack	1		0	1
Save	1		2 / 0	3 / 1 (Physical / All else)
Athletics	1	3	1	5
Sub.	0	3	1	4
Lore	0	3	1	4

HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		12	8	2	d8	1

Character's Name

Halfling	Reroll results of 1 on any die roll		
Race	Ability		
Rogue	x3 damage if your target can't see you		
Class	Ability		
Shortsword (Medium)	d6		
Weapon	Damage		
Dagger (Small)	d4		
Weapon	Damage		
Studded Leather (Light)	12	7	
Armor	Armor Class	Movement	

	½ Level / Level	Movement	Bonus	Total
Initiative		7	2	9
Attack	1		0	1
Save	1		2	3
Athletics	0	7	0	7
Sub.	1	7	2	9
Lore	0	7	0	7

HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		15	6	1	d6	1

Character's Name

Dwarf	See in darkness; +1 atk axes/hammers		
Race	Ability		
Cleric	Turn or command undead		
Class	Ability		
Warhammer	d8		
Weapon	Damage		
Breastplate (Medium)	14	5	
Armor	Armor Class	Movement	
Heater (Shield)	+1	-1	
Armor	Armor Class	Movement	

	½ Level / Level	Movement	Bonus	Total
Initiative		4	0	4
Attack	1		1	2
Save	1		2 / 0	3 / 1 (Magical / All else)
Athletics	0	4	2	6
Sub.	0	4	0	4
Lore	1	4	0	5

HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		10	6	1	d6	1

Character's Name

Elf	Doesn't need to sleep; +1 to attack with spells		
Race	Ability		
Wizard	Prepare 1 more spell per day		
Class	Ability		
Staff (Large)	d8+1		
Weapon	Damage		
Sling (Ranged)	d8		
Weapon	Damage		
Robe (None)	10	9	
Armor	Armor Class	Movement	

	½ Level / Level	Movement	Bonus	Total
Initiative		9	0	9
Attack	1		1 / 0	2 / 1 (Spells / All else)
Save	1		2 / 0	3 / 1 (Magical / All else)
Athletics	0	9	0	9
Sub.	0	9	0	9
Lore	1	9	2	12

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Treasure

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Reliable, from a dispirited orphanage workhouse, believes they have a claim to the throne

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Treasure

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Spells Prepared:

Castings Per Day: ☐ ☐

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Spells Prepared:

Castings Per Day: ☐ ☐

Turn or Command Undead: If you worship a good deity, turn an amount of minor undead equal to twice your level every day; if you worship an evil deity, instead command undead

HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		12	8	1	d8	1

Character's Name

Race	Ability
Half-Orc	+1 to attack with any weapon

Class	Ability
Bard	Prepare spells from any spell list

Weapon	Damage
Whip (Medium)	d6
Crossbow (Ranged)	d8

Armor	Armor Class	Movement
Padded Leather (Light)	12	7

	½ Level		Movement		Bonus		Total
Initiative			7	+	2	=	9
Attack	1			+	1	=	2
Save	1			+	2	=	3
Athletics	0	+	7	+	2	=	9
Sub.	1	+	7	+	0	=	8
Lore	0	+	7	+	0	=	7

HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		14	6	1	d6	1

Character's Name

Race	Ability
Tiefling	See in darkness; *burning hands* 1/day

Class	Ability
Druid	Wild shape into an animal

Weapon	Damage
Trident (Huge)	d10+1
Blowgun (Ranged)	d8

Armor	Armor Class	Movement
Scale mail (Medium)	14	5

	½ Level		Movement		Bonus		Total	
Initiative			5	+	0	=	5	
Attack	1			+	0	=	1	
Save	1			+	2 / 0	=	3 / 1	Magical / All else
Athletics	0	+	5	+	0	=	5	
Sub.	0	+	5	+	2	=	7	
Lore	1	+	5	+	0	=	6	

HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		10	10	1	d10	1

Character's Name

Race	Ability
Gnome	*Animal friendship/speak with animals* at will

Class	Ability
Monk	+2 damage with monk weapons

Weapon	Damage
Bō (Large)	d8+3
Shuriken (Ranged)	d6+2

Armor	Armor Class	Movement
Keikogi (None)	10	9

	½ Level		Movement		Bonus		Total	
Initiative			9	+	0	=	9	
Attack	1			+	0	=	1	
Save	1			+	2 / 0	=	3 / 1	Physical / All else
Athletics	1	+	9	+	0	=	10	
Sub.	0	+	9	+	0	=	9	
Lore	0	+	9	+	2	=	11	

HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		14	6	1*	d6	1

Character's Name

Race	Ability
Dragonborn	Breathe lightning for 1d6 damage

Class	Ability
Warlock	Eldritch blast for 1d6 damage

Weapon	Damage
Flail (Large)	d8+1
Sap (Small)	d4

Armor	Armor Class	Movement
Breastplate (Medium)	14	5

	½ Level		Movement		Bonus		Total	
Initiative			5	+	0	=	5	
Attack	1			+	0	=	1	
Save	1			+	2 / 0	=	3 / 1	Magical / All else
Athletics	0	+	5	+	2	=	7	
Sub.	0	+	5	+	0	=	5	
Lore	1	+	5	+	0	=	6	

HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Treasure

Warm-hearted, from a fallen kingdom near the Bleak, carries the skull of their best friend

Spells Prepared:

Castings Per Day: ☐ ☐

Wild Shape: You can turn into a small land animal for 30 minutes per level per day and break that time up into 2 smaller chunks; while wild shaped, you can't cast spells, and your actions are limited to the capabilities of your animal form

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CHARACTER RECORD CARD

Treasure

Outgoing, from a traveling circus hiding devil worshipers, names every piece of their gear

Spells Prepared:

Castings Per Day: ☐

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CHARACTER RECORD CARD

Treasure

Moody, from a dangerous city, always wanted to be a wizard but struggled with it

Spells Prepared:

Castings Per Day: ☐

HERE IS SOME FUCKING D&D

CHARACTER RECORD CARD

Treasure

Assertive, from an isolated monastery under the Maelstrom, got away with murder